

City of the Great Race

The laws of human reason cannot be applied to machinations of the Great Race. Swap your current Sanity and Stamina totals.

Plateau of Leng

You gaze into a mirror that shows you an aberration of flesh. Draw a monster from the cup. If you pass its **Horror check**, it is defeated.

Other

You ride through the canyons, in devilish cold. Lose 1 Sanity or Stamina.

The Dreamlands

Before you looms the Gate of Deeper Slumber. You may make a **Lore (-2) check**. If you fail, you are *lost in time and space*. If you pass, Kaman-Tha returns you to Arkham.

Plateau of Leng

The last investigator to scale the plateau was unlucky. Pass a **Luck (-2) check** to drive the flesh-eating spiders away from her corpse and pick up the Unique item that she has no further use for.

Other

In the teardrops, you can see your own reflection. Lose up to 4 points of Sanity, then gain that many Clue tokens.

Plateau of Leng

As you climb, you are watched by a monk in an ivory mask. Make a **Will (-1) check**. If you fail, you lose your footing and fall. Lose 2 Stamina and stay here next turn.

Celeano

Floating through vaulted chambers, you hope you're not noticed by the creatures toiling below. Make a **Sneak (-2)** or **Luck (-2) check**. If you fail the check you make, lose 1 Sanity and 1 Stamina.

Other

You're haunted by visions framed in fire. A horrible monster appears!

The Dreamlands

You are summoned to the glorious court of Kuranes. You are *delayed*, but gain 1 Sanity, 1 Stamina and 1 Clue token.

Celeano

Make a **Fight (+0) check** to wade through the drifting dust of a billion books. Lose 1 Sanity for each failure, then gain 1 Sanity for each success.

Other

You lie awake, gazing up at statues dressed in stars. Lose 1 Stamina and gain 1 Sanity.

R'lyeh

You teeter on a stone ledge, and the tangible blackness of Great Cthulhu's lair swirls beneath you. Pass a **Will (+2) check** or you are **devoured**.

Abyss

The light above was indeed daylight - but not the daylight of Earth! If you can, move to the first area of any other Other World to which there is an open gate.

Other

Gigantic deformed penguins peck at you. Lose 1 Sanity, then make a **Speed (-1) check** or lose 2 Stamina.

R'lyeh

The island subsides, and the ocean rushes in to reclaim the reaches of the nightmare city. Pass a **Speed (-2) check** or be *lost in time and space*.

Plateau of Leng

The monastery gates are shut, and the blizzard is worsening. Pass a **Lore (-2) check** to persuade the monks to let you in. If you fail, lose 3 Stamina.

Other

You witness events that you are sure occurred a million years ago. Gain 1 Clue token but lose 1 Sanity.

R'lyeh

Torrents of viscous ooze flow between asymmetric stones, and your legs feel as heavy as lead. Discard 1 Unique or Exhibit item. If you cannot, you are *delayed*.

The Dreamlands

Knowledge long forgotten in the waking world is still remembered here. Pass a **Lore (-2) check** to take this card. Discard this card when the Ancient One awakens to become *Blessed*.

Other

The grey gulfs yawn wide to swallow you. Make a **Will (+0) check**. If you pass, gain 1 Clue token. If you fail, lose 2 Stamina.

Abyss

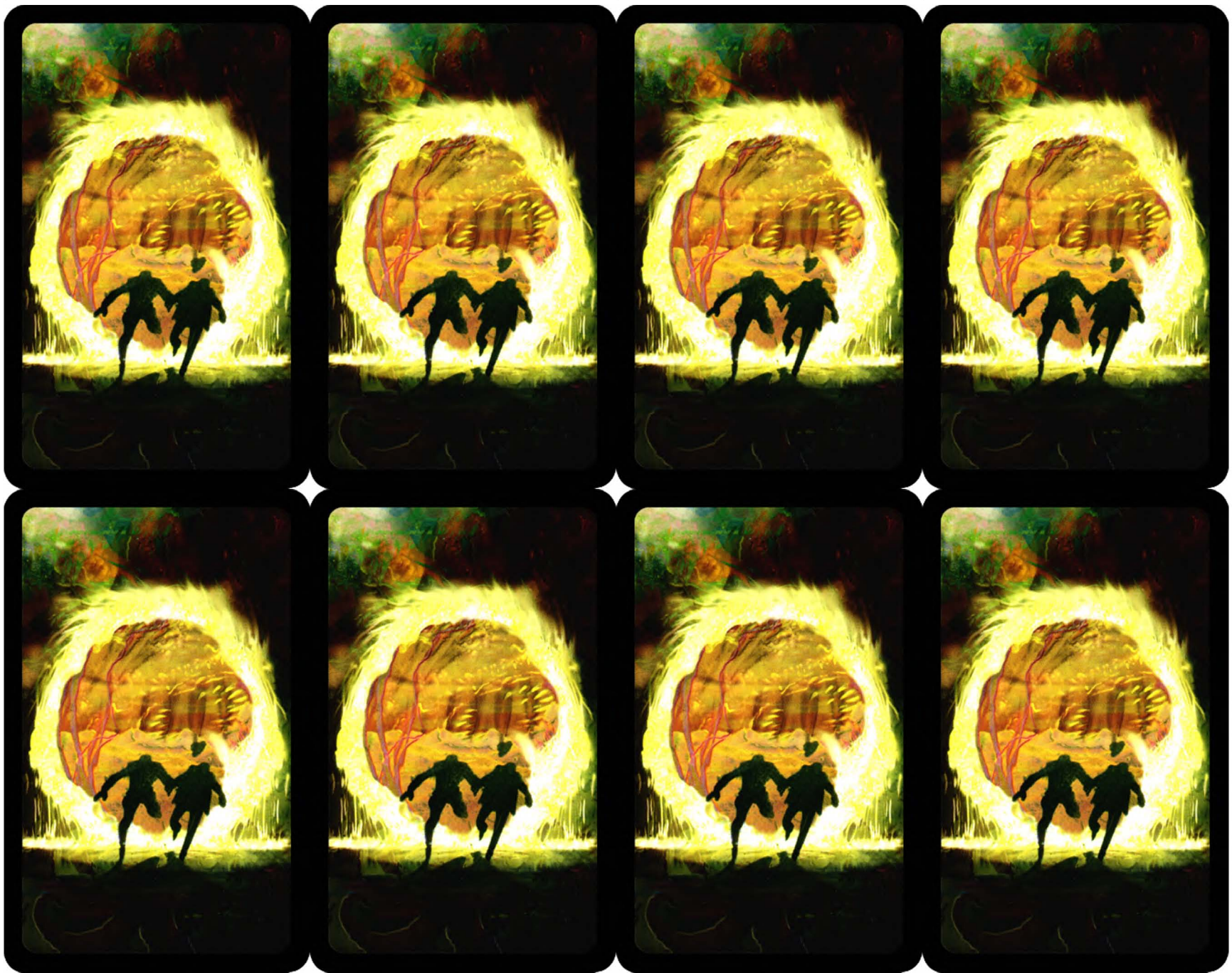
The pharaohs were beggars compared to this mountain of wealth! You find far more gold than you can carry. Discard any number of items. Gain \$3 for each item discarded.

The Dreamlands

King Kuranes insists that his realm is reality, and Arkham is the dream. Make a **Lore (-2) check**. If you pass, you may immediately return to Arkham through a gate of your choice.

Other

"*Ia Yaddith! Ia Nug-Soth-a!*" A ravenous monster appears.



Abyss

You are not the only creature lost in this loathsome pit. Two monsters appear!

Plateau of Leng

A hundred massive spiders crawl in the undergrowth. Make a **Sneak (-2) check**. If you fail, a monster appears.

Other

Centipedal creatures toil over gleaming cube-shaped devices. Make a **Sneak (-2) check**. If you pass, you may swap places with an Investigator in Arkham.

The Dreamlands

Pass a **Lore (-2) check** to discover the secret exit from the onyx quarry. If you fail, you are *delayed*.

Plateau of Leng

Hideous beasts scamper ahead of you. Draw a monster from the cup and place it on the gate through which you entered the Plateau of Leng. If that gate does not exist, the monster appears here instead.

Other

The writhing of Dholes deafens you as they devour the planet's crust. Lose 1 Sanity.

City of the Great Race

The city conforms to alien geometry, and navigation is difficult. Make a **Luck (+0) check**. If you fail, lose 1 Sanity. If you pass, either draw 1 Unique or Exhibit item, or return to Arkham.

Yuggoth

The cracks in the black glacier resemble arcane lettering. Make a **Lore (-2) check** and draw 1 Spell for each success.

Other

From far beneath comes the murmurous sound of Swine-laughter. Pass a **Combat (-4) check** to draw a random Monster trophy.

The Dreamlands

Celephais is home to wise dreamers who have long since died in the waking world. Gain 2 Clue tokens.

R'lyeh

The slimy, mossen rocks hide black pits. Make a **Luck (-2) check** or lose 1 Stamina and move to the first area of R'lyeh.

Other

The Shores of Sleep give way to a vision of the future, and the destruction of the solar system by a devouring green star. Discard 2 Sanity, 2 Clue tokens, or 1 of each.

R'lyeh

Covering your ears does nothing to blot out the endless cawing of frenzied gulls. Lose 1 Sanity.

Yuggoth

The energies of the obelisk have not quite dissipated. You may discard a gate trophy to return to Arkham.

Other

Colossal beings peer down into the arena. Make three different **(+0) skill checks** of your choice. For each check you fail, lose 1 Sanity.

R'lyeh

How long has the bloated corpse lain on the towering altar? You may make a **Will (+0) check**. If you fail, lose 2 Sanity. If you pass, draw 1 Unique item.

City of the Great Race

Conical beings slouch ponderously through many-pillared catacombs. Pass a **Horror (-1) check** or you are *lost in time and space*.

Other

The cavern is flooding - if you don't get out now, you never will! Make a **Speed (+0) check**. If you fail, you must either lose 2 Stamina or be *delayed*.

The Dreamlands

Somewhere in these crystal waters dwells the scaly toad-god of Ib. Lose 1 Sanity.

Yuggoth

The beasts are driven to frenzy by a freak alignment of the outer planets! A monster appears. It gains the ability **Overwhelming 1**.

Other

You awaken to find a carcass that has been decayed to nothing by the passing of aeons. Take this card. Your Allies have no effect while you have this card. When you close a gate, return this card to the box.

The Dreamlands

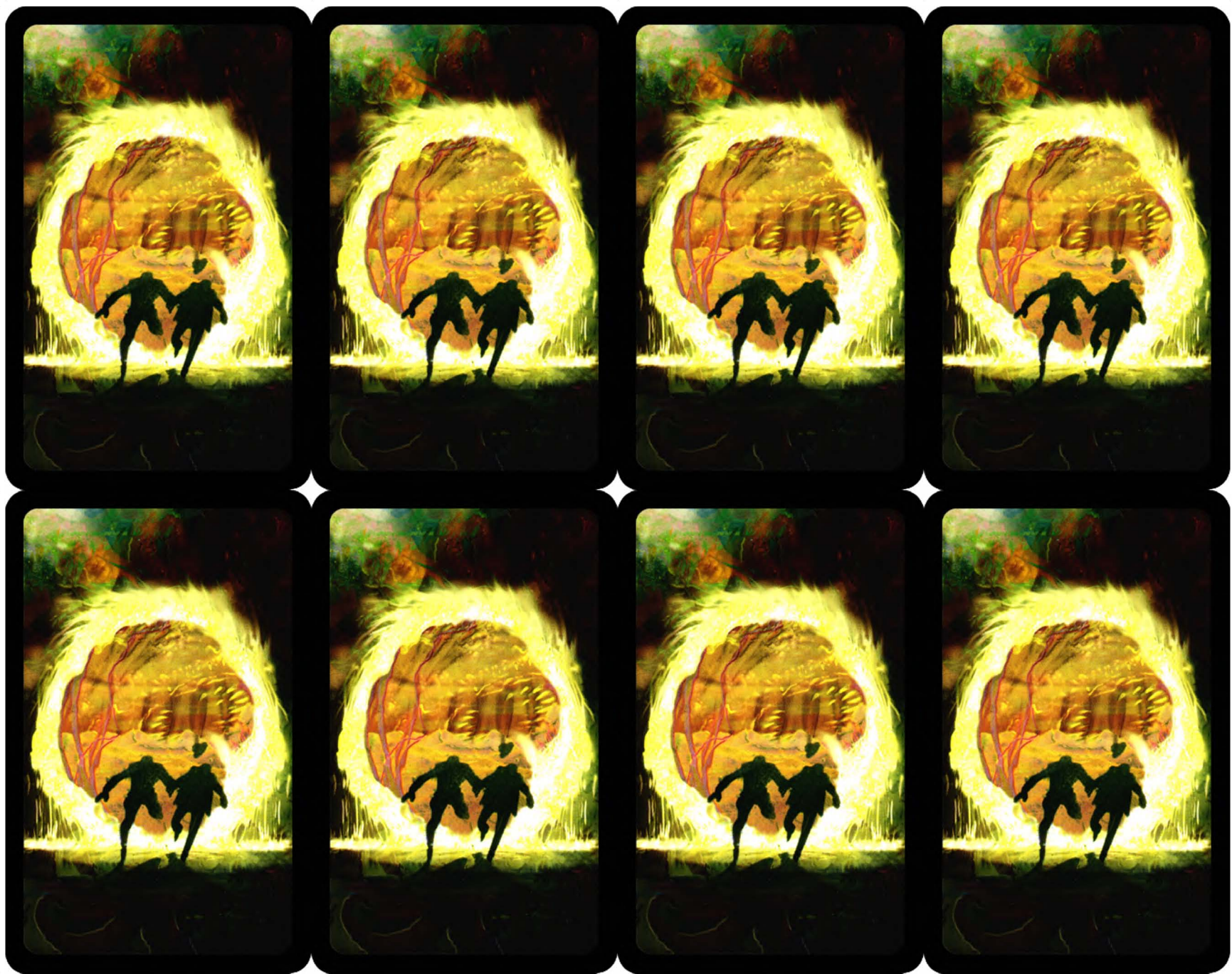
Climbing the moon-ladder is no easy feat. Pass a **Will (+0) check** to gain 1 Clue token. If you fail, a monster appears.

City of the Great Race

A steel needle pierces your skull, injecting race-memories of an alien history. Lose 2 Sanity, or move all your skill sliders to the left-hand end of their tracks.

Other

The Swine-creatures seem to be impervious to physical harm. If you do not have a **Magical Weapon**, you are *delayed*.



The Curse of Nephren-Ka

Environment (Mystic)

Psychotic prophets wander the streets, screaming about the doom that will be visited on Arkham if the onyx sarcophagi are opened.

Upkeep: Search the monster cup for a Maniac and place it on a gate (following the placement rules that apply to monster surges).

Mythos Phase: Any investigator who has a Maniac monster trophy discards it and becomes *Cursed*.



GRAVEYARD



Damned Foreigners!

Environment (Urban)

The Arkham townsfolk have become even more xenophobic of late. Anyone from out of town is considered to be up to no good.

If it is not **day**, all list prices are increased by \$1. If it is not **night**, whenever the Terror level increases the first player gains 1 Clue token.

Upkeep: Each investigator must roll 1 die for each of their allies. On a 1, that ally is returned to the box.



THE UNNAMABLE



The Rising of the Nile

Environment (Weather)

The Miskatonic is flooding and subsiding unpredictably.

Place a **Closed** marker on this card when it enters play. During each upkeep, roll a die and move the **Closed** marker to the location listed on the following table:

- 1: Ma's Boarding House
- 2: South Church
- 3: River Docks
- 4: Newspaper
- 5: Bank of Arkham
- 6: Police Station



BLACK CAVE



Ancient Barrow Discovered!

Headline

Treasure-hunters have broken into a hidden burial-mound, releasing two monsters into the Rivertown Streets.

Clue Appears At:
Woods



SCIENCE BUILDING



A Curse on Tongues

Headline

The citizens of Arkham are seized by a sudden impulse to babble incoherently.

Each investigator in Arkham must make a **Lore (-1) check** to resist the impulse and understand the curious language.

Investigators who fail lose 1 Clue token. Those who pass gain 1 Clue token.

Clue Appears At:
Historical Society



HIBB'S ROADHOUSE



Falling Star

Headline

A meteor blazes across the heavens, inspiring fear and wonder.

Investigators on full Stamina and Sanity become *Blessed*. Any investigators on 1 Sanity and 1 Stamina are drawn through their nearest open gate.

Clue Appears At:
Hibb's Roadhouse



UNVISITED ISLE



Birds of Ill Omen

Headline

A falcon is seen hovering in the west - which is the direction of the ancient Egyptian Land of the Dead.

This turn, investigators who wish to move between street areas may only do so along **black** monster movement paths. Leave this card in play until the next **Mythos phase** to indicate this.

Clue Appears At:
Silver Twilight Lodge



UNVISITED ISLE



Decadence Rewarded

Headline

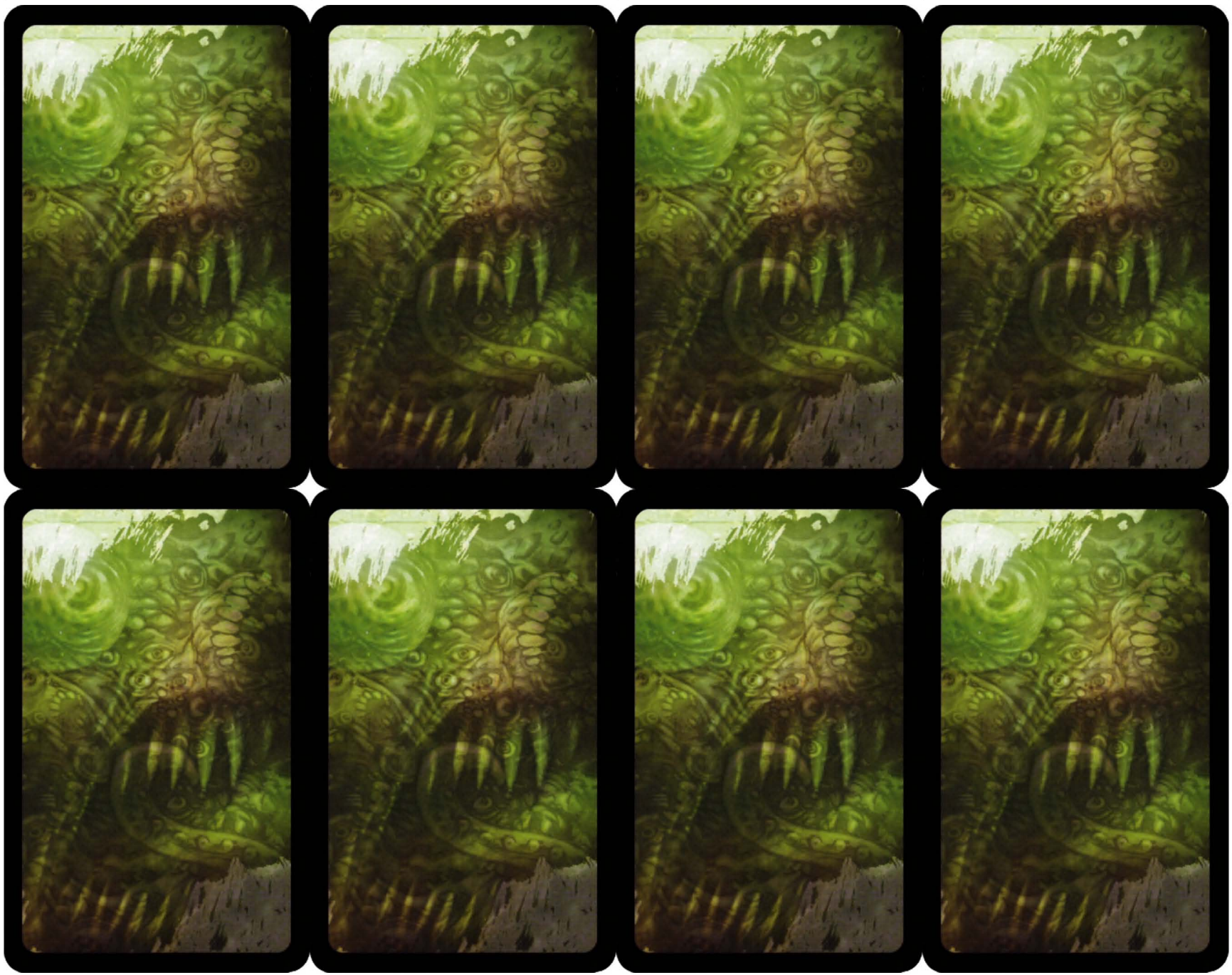
An orgiastic sacrifice to Baneb-Djedet at the Silver Twilight Lodge causes two monsters to spawn in the French Hill streets.

Clue Appears At:
Independence Square
Woods



HISTORICAL SOCIETY





Feeding Frenzy!

Headline

Hideous beasts have caught the scent of fresh blood.

The first player must immediately fight all monsters in the Outskirts. Any undefeated monsters are returned to the Outskirts.

If the first player is in the Other Worlds, return the Outskirts monsters to the cup instead and raise the Terror level by 1.

Clue Appears At:

Independence Square



BLACK CAVE



Gold Rush!

Headline

The glint of gold has been spotted among the sandbanks of the Miskatonic.

For the rest of the turn, investigators in the Rivertown and Merchant District streets can make a **Luck (-2) check** during the Arkham Encounter phase.

Each investigator who passes draws 1 Exhibit item. Leave this card in play until the next **Mythos phase** to indicate this.

Clue Appears At:

Science Building
The Witch House



INDEPENDENCE SQUARE



Floodwaters Subside

Headline

The receding waters leave two twitching, aberrant black shapes behind.

A monster appears in the Rivertown streets and in the Merchant District streets.

Clue Appears At:

Graveyard
Unvisited Isle



WOODS



The Sending of the Soul

Headline

The judgmental gaze of Amon-Ra falls upon Arkham.

Return all Undead, Nightmarish and Elusive monsters to the cup.

If it is **day**, the first player gains 1 Clue token. If it is **night**, raise the Terror level by 1.

Clue Appears At:

The Witch House



No gates open, but add 2 doom tokens to the doom track.



The Riddle of the Sphinx

Headline

Eerie voices whisper questions which are beyond the understanding of most mortals.

Each investigator in Arkham may make a **Lore (-2) or Luck (-2) check**.

Investigators who pass their check are *Blessed*. Investigators who fail their check are *Cursed*.

Clue Appears At:

Black Cave
The Unnamable



GRAVEYARD



Children of Bubastis

Headline

Hundreds of ivory-white cats roam the streets of Arkham. Worshippers of Bast insist that this is a good sign, but the cats are a constant nuisance.

This turn, investigators who wish to move between street areas may only do so along **white** monster movement paths. Leave this card in play until the next **Mythos phase** to indicate this.

Clue Appears At:

Graveyard



THE WITCH HOUSE



Marking of Doors

Headline

Local folklore has it that certain Hermetic signs will ward off the fouler creatures of the night.

The investigators may discard any number of gate trophies. Any monster with a dimensional symbol matching a discarded gate trophy is returned to the cup.

Clue Appears At:

Unvisited Isle
Black Cave



WOODS



The Maw of Ammit

Headline

A strange wind blows through Arkham, and the investigators feel their sins weighing heavily upon them. The tombs of the pharaohs were something that men were not meant to disturb!

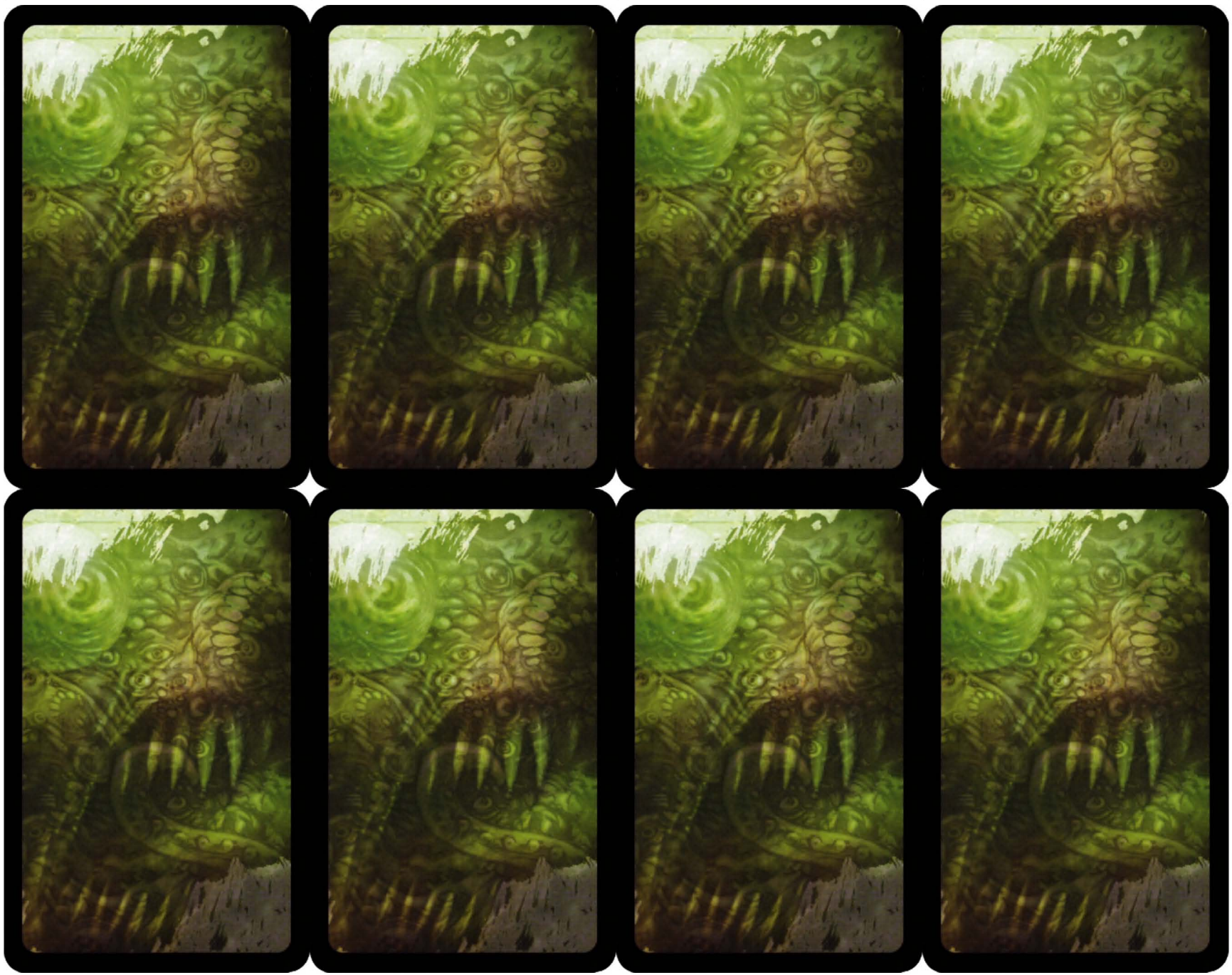
Each investigator with an Exhibit item must make a **Will (+2) check**.

Investigators who fail have their souls sucked out by Thoth and cast into the colossal, smacking jaws of the Devourer of Millions! Such investigators are, as one might expect, **devoured**.



No gates open, but add 2 doom tokens to the doom track.





Sarcophagus of Lunacy

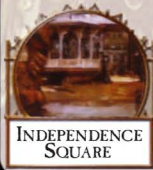
Rumor

Place 1 token on this card at the end of every **Mythos phase**, beginning the turn after it enters play. Place an additional token whenever an investigator goes *insane* or *unconscious*.

Pass: If a single investigator discards 5 Clue tokens in the Northside streets during the Arkham Encounter phase, return this card to the box and each investigator is restored to full Sanity and Stamina.

Fail: When there are 4 tokens on this card, return it to the box, and all investigators are reduced to 0 Sanity.

Activity At:
Northside Streets



INDEPENDENCE
SQUARE



Sarcophagus of Gold

Rumor

Place 1 token on this card at the end of every **Mythos phase**, beginning the turn after it enters play. Place an additional token whenever the Terror level rises.

Pass: If a single investigator discards 5 Clue tokens in the Downtown streets during the Arkham Encounter phase, return this card to the box and each investigator gains \$5 and draws 1 Exhibit item.

Fail: When there are 4 tokens on this card, return it to the box, raise the Terror level by 1, and all investigators must discard all their money and 1 Exhibit item each (if able).

Activity At:
Downtown Streets



SILVER TWILIGHT
LODGE



Sarcophagus of Decay

Rumor

Place 1 token on this card at the end of every **Mythos phase**, beginning the turn after it enters play. Place an additional token whenever there is a monster surge.

Pass: If a single investigator discards 5 Clue tokens in the Miskatonic University streets during the Arkham Encounter phase, return this card to the box and each investigator draws 1 random monster trophy.

Fail: When there are 4 tokens on this card, return it to the box, and all investigators must discard all their monster trophies.

Activity At:
Miskatonic U. Streets



THE WITCH
HOUSE



Sarcophagus of Sorcery

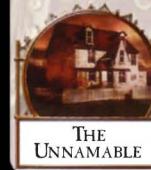
Rumor

Place 1 token on this card at the end of every **Mythos phase**, beginning the turn after it enters play. Place an additional token whenever a gate is closed or sealed.

Pass: If a single investigator discards 5 Clue tokens in the Southside streets during the Arkham Encounter phase, return this card to the box and each investigator draws 3 Spells, keeps 1 and discards the others.

Fail: When there are 4 tokens on this card, return it to the box, and all investigators must discard all their gate trophies.

Activity At:
Southside Streets



THE
UNNAMABLE



Strange Sightings!

Headline

No gates open this turn.
Instead, a monster surge occurs.

The first player
gains 1 Clue token.



Strange Sightings!

Headline

No gates open this turn.
Instead, a monster surge occurs.

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